



Development Educational Game Model "Rekreasiku" to Improve Childhood Language Literacy

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ABSTRACT

The purpose of this research is to develop a valid and effective Recreational Educational Game for increasing early childhood language literacy. Literacy is a good culture to develop, literacy is reading, listening, writing, and speaking, the basic things that must be done. Unesco said that Indonesia ranks second from the bottom in terms of world literacy, meaning that people's interest in reading and writing is very low. Among the factors that influence literacy are habituation and the media. The type of research used is research and development from Bord and Gall. The research subjects were 2 Early Childhood Education Programs units in Jember. The instruments used were model validation sheets, educational game questionnaire sheets, and literacy tests. Data were analyzed by descriptive quantitative. So as to create an Educational Recreation Game activity to increase literacy in early childhood without leaving the principle of playing for children. The Educational Games carried out refer to the curriculum that has been used by Early Childhood Education Programs teachers. The results of the study show that the Educational Recreation Game that was developed is valid as an appropriate learning medium for increasing early childhood literacy. Effective for increasing children's language literacy.

INTRODUCTION

Understanding appropriateness is very important in teaching and learning activities carried out by a teacher. Literacy is a word taken from Latin meaning marked with letters, literate or educated (Toharudin et al., 2014) the origin of the word Literacy is literatus, in society an easily accepted understanding is literacy is the ability to be a listener, reader, writer, and good talker. Even though the current definition of literacy has entered into a broader domain such as scientific literacy, computer literacy, mobile phone literacy, and mathematical literacy, so it's not just language literacy. Advances in technology require us to cultivate literacy in everyday life.

Early childhood has the characteristic of being an excellent imitator, children will do something they see, and the development of children's literacy cannot be separated from their habit of imitating the behavior of those around them. If the child's environment is familiar with the culture of reading, then the child will easily imitate it, but if it's the other way around, this will happen. Early childhood literacy consists of 3 (three) elements, the first is understanding, the second uncovering and the third is increasing literacy understanding (Festl, 2021; Levesque et al., 2017; Markussen-Brown et al., 2017; Purpura et al., 2017; Yusuf et al., 2017). According to Hurlock (2018), literacy is included in 2 domains of ability, including children using forms of language that are meaningful to the people they communicate with and children also understanding the language used by other people so that speaking abilities affect children's social and personal intelligence (Basyiroh, 2018). The broader meaning of literacy that children

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